VOICE QUALITY IMPROVEMENT FOR VOIP
CONNECTIONS ON LOW LOSS NETWORKS

ABSTRACT OF THE DISCLOSURE

5   The type of audio stored in the payload of a data packet transmitted over a data network is identified as speech audio or non-speech audio through the use of a non-speech identifier included in a header in the data packet. Upon detection of data packet containing non-speech audio, the receiver of the data packet may modify jitter buffer latency while the non-speech audio is being received. Modifying the jitter buffer latency while non-speech

10   audio is being received minimizes the loss of spoken words during jitter buffer latency modification.